Listing of Claims:

[The listing of claims will replace all prior versions, and listings, of claims in the application:]

 (Currently Amended) A method for managing tasks performed on a computer capable of coupling over a network to a network-based media server, said method comprising:

receiving tasks to be performed from a single client application media player <u>program</u> operating on the computer, the tasks pertaining to one or more different media-based actions, and the tasks involving interaction with the media server over the network:

activating an operation <u>at the client media player program</u> at the computer to respond to each of the tasks; and

coordinating performance of the activated operations <u>at the client media</u>
<u>player program</u> in accordance with priority levels associated with the different mediabased actions of the tasks, each of the different media-based actions having a
different priority level, the priority levels for the different media-based actions being
user-modifiable.

- (Original) A method as recited in claim 1, wherein the priority levels are provided on a per-computer basis or a per-user basis.
- (Original) A method as recited in claim 1, wherein said coordinating operates to coordinate the execution of the activated operations pertaining to a particular user of the computer based on the priority levels.
- 4. (Cancelled).
- (Original) A method as recited in claim 1, wherein the different media-based actions include at least: previewing media, browsing media, purchasing media, and downloading media.

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- (Original) A method as recited in claim 5, wherein the media includes at least one of audio, video or images.
- 7. (Cancelled).
- 8. (Cancelled).
- 9. (Currently Amended) A method as recited in claim 1,

wherein the media includes at least audio, and

wherein the different media-based actions of interact with the media server and include at least: previewing music, browsing music, purchasing music, and downloading music.

- 10. (Cancelled).
- 11. (Currently Amended) A computer readable medium including at-least at least executable computer program code tangibly stored thereon for managing tasks performed on a computer capable of coupling over a network to a network-based media server, said computer readable medium comprising:

computer program code for receiving tasks to be performed from a single client <u>media player program</u> application operating on the computer, the tasks pertain to one or more different media-based actions, and the tasks involving interaction with the media server over the network; and

computer program code for coordinating performance of the tasks <u>at the client</u> <u>media player program</u> in accordance with priority levels associated with the different media-based actions of the tasks, each of the different media-based actions having a different priority level, the priority levels for the different media-based actions being user-modifiable.

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- 12. (Original) A computer readable medium as recited in claim 11, wherein the priority levels are provided on a per-computer basis or a per-user basis.
- 13. (Original) A computer readable medium as recited in claim 11, wherein said computer program code for coordinating operates to coordinate the performance of the tasks pertaining to a particular user of the computer based on the priority levels.
- 14. (Original) A computer readable medium as recited in claim 11, wherein the priority levels associated with the different media-based actions are user-modifiable.
- 15. (Original) A computer readable medium as recited in claim 11, wherein the different media-based actions include at least: previewing media, browsing media, purchasing media, and downloading media.
- 16. (Original) A computer readable medium as recited in claim 15, wherein the media includes at least one of audio, video or images.
- 17. (Cancelled).
- 18. (Cancelled).
- (Currently Amended) A computer readable medium as recited in claim 11, wherein the media includes at least audio, and

wherein the different media-based actions of the media-server include at least: previewing music, browsing music, purchasing music, and downloading music.

20. (Cancelled).

- 21. (Currently Amended) A computer readable medium as recited in claim 11, wherein said computer program code for receiving and said computer program code for coordinating are part of the <u>single at-least-one</u> client <u>media player program application</u>.
- 22. (Original) A computer readable medium as recited in claim 11, wherein said computer program code for receiving and said computer program code for coordinating are part an operating system program that operates on the computer.
- 23. (Currently Amended) A computer for presenting media to its user, said computer comprising:

a <u>single</u> client media application program operable to enable the user to play, browse, preview, purchase, download or present media items for the benefit of the user:

a network interface that permits said <u>single</u> client media application program to interact with a media commerce server that stores or manages a plurality of media items that can be browsed, previewed, purchased or downloaded; and

a task manager that manages performance of at least browse, preview, purchase [[or]] and download operations by assigning user-modifiable priority levels to each of the browse, preview, purchase [[or]] and download operations, and managing performance of the browse, preview, purchase [[or]] and download operations in accordance with the assigned user-modifiable priority levels.

24. (Currently Amended) A computer as recited in claim 23, wherein each of the browse, preview, purchase [[or]] <u>and</u> download operations are executed by [[a]] different processing, and wherein said task manager causes the processing to be performed in accordance with the assigned priority levels.

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